NES-LR-USA

INDIANA JONES® and the LAST CRUSADE™

INSTRUCTION BOOKLET

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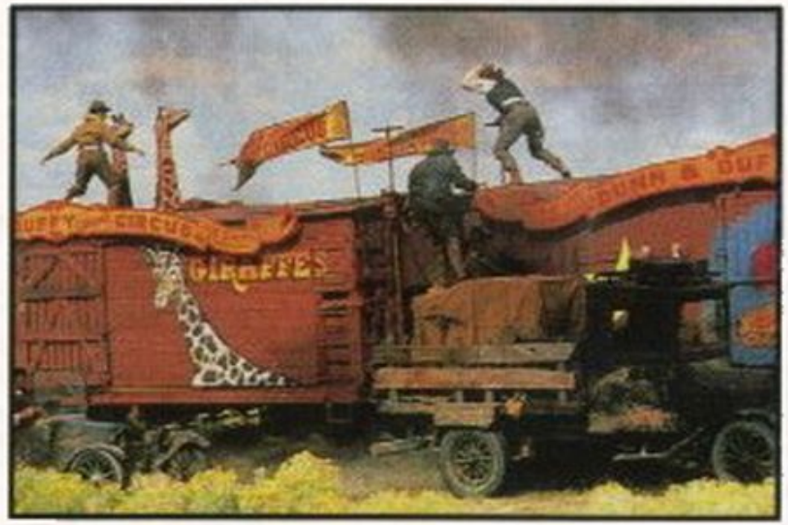
GIRAFFES

INDIANA JONES®
AND THE LAST CRUSADE™

Remember....

Indy's father, Professor Henry Jones, disappeared while looking for the Holy Grail. This precious cup contains an elixir which grants immortality and attracts many greedy people. Follow Indy as he sets off for new adventures, full of pitfalls...

Your mission is to find Professor Jones and the ancient Grail. Take your whip, your weapons, and get your fists ready!
Run, jump, climb... from the Venetian catacombs to the secret caves of the Middle East. But keep a bit of energy for the ultimate fight!

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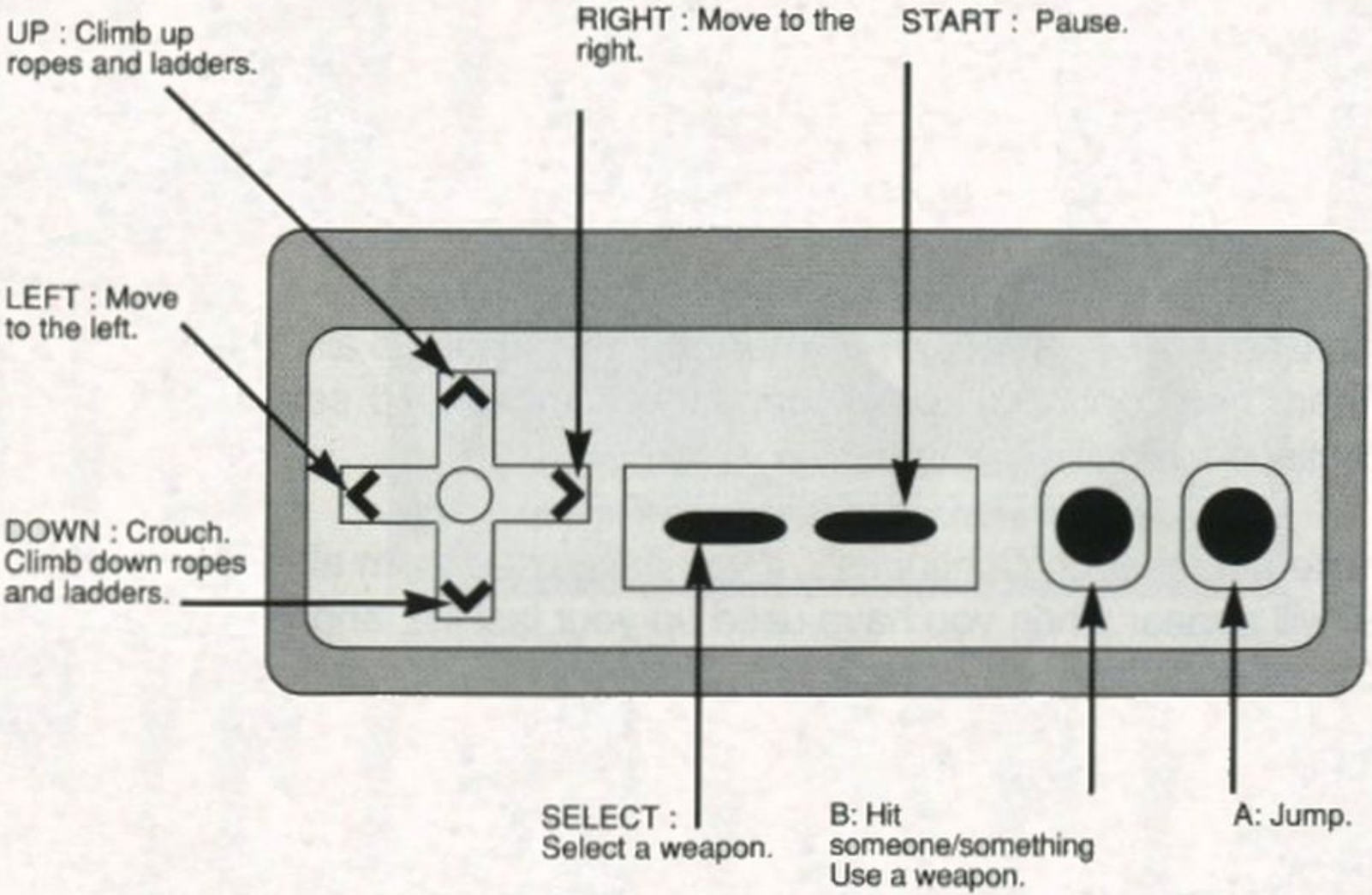
Indy's Control Buttons


UP : Climb up ropes and ladders.
RIGHT : Move to the right.
START : Pause.
LEFT : Move to the left.
DOWN : Crouch. Climb down ropes and ladders.
SELECT : Select a weapon.
B: Hit someone/something Use a weapon.
A: Jump.

To restart the game, press any button.

Begin :

Make sure that your Nintendo Entertainment System® is turned off. Insert the "Indiana Jones and the Last Crusade" Game Pak in your Nintendo Entertainment System®, then turn it on. Press START and the main menu (Start Game / Music ON/OFF / Enter Code) will be displayed.

Number of Players: Indiana Jones and the Last Crusade is a game designed for one player.

The End of the Game: The game is over when you have used up all of Indy's lives.

Continue: When the "Continue" screen appears, you have 10 seconds to press START and continue the game.

There are a limited number of "Continues". If you have used them all up, the "GAME OVER" screen will appear when you have used up your last life, and you will have to start again from the beginning.

Indy's Energy Time Big Boss's Energy

When all your energy is used up, you lose a life.
When the time to complete a level runs out, the screen will indicate "OUT OF TIME"; you will just have to start over, going faster this time!

Enemies

Armed Man
Levels 1, 2 and 3
He shoots bullets which you can only avoid by dodging or by jumping. You lose energy if you are hit by a bullet.

The Indian
Levels 1 and 2
He throws knives which you can only avoid by dodging or by jumping. You lose energy if you are struck by a knife.

The Climber
Level 1
He climbs up and down the ropes, and gets in your way. If you touch him, you will fall down.

Rhinoceros Horn
Level 2
If you touch it you lose energy.

Enemies

Giraffe
Level 2
If you touch it you lose energy.

Fireballs
Level 3 and 4
Avoid them! They are deadly!

Rats
Level 3 and 4
To get rid of the rats, you must use your whip. If they touch you, you lose energy.

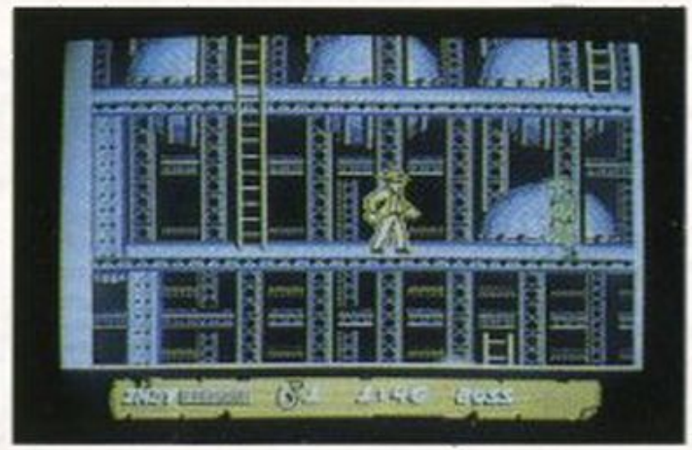
Circular Saws
Level 6
These must be avoided at all costs. They are deadly!

Enemies

Soldier

Levels 4,5 and 6

He shoots bullets that you can avoid by dodging or jumping. You lose energy if you are hit by a bullet. Soldiers have great powers of resistance.



Bonus Points

The Hourglass
All levels
This will give you extra time if you pick it up.

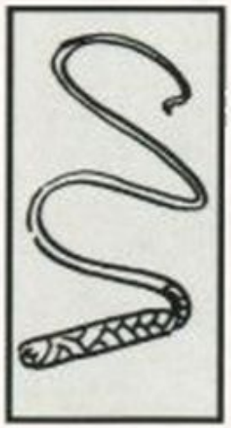
The Heart
All levels
This will replenish your energy when you pick it up.

The Torch
Level 1
The torch lights your way while you are exploring the caves.

Weapons

Your fists
All levels
To use your fists, you must be close to the enemy - this is dangerous.

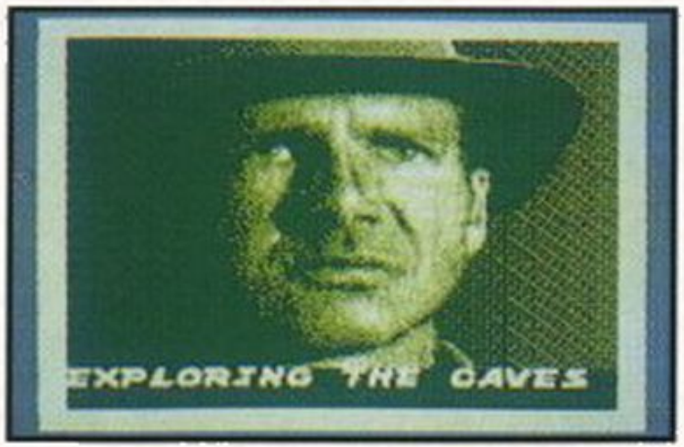
The Gun
Starting from level 4
When you pick up a gun, it is loaded with 3 bullets. It's a very powerful weapon. We recommend that you use it when you encounter Big Bosses.



The Whip
Starting from level 2
Your whip strength increases each time you pick one up. There are 4 levels of strength. When you have reached the end of a level, you start the next level with zero strength.

Game Levels

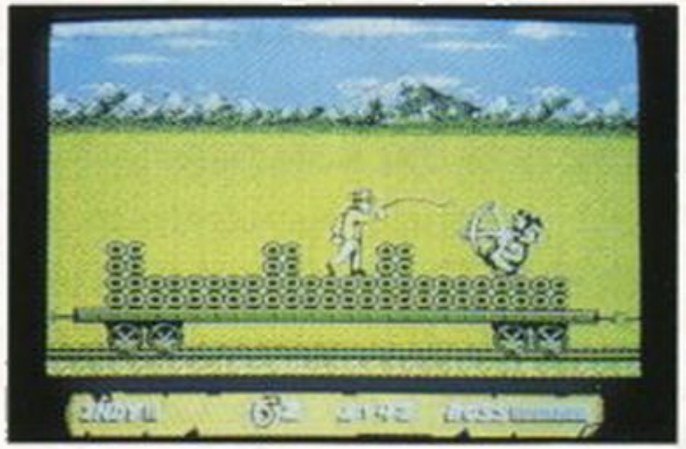
During your mission to find the Holy Grail, you must complete six levels of action packed adventure. Time is of the essence.



Level 1: Exploring the caves

You must find the Cross of Coronado which is located somewhere in the caves. Look for torches to light your way, but be careful, they don't last very long. Towards the end of the level, beware of the Big Boss. He uses wooden beams to try to hit you.

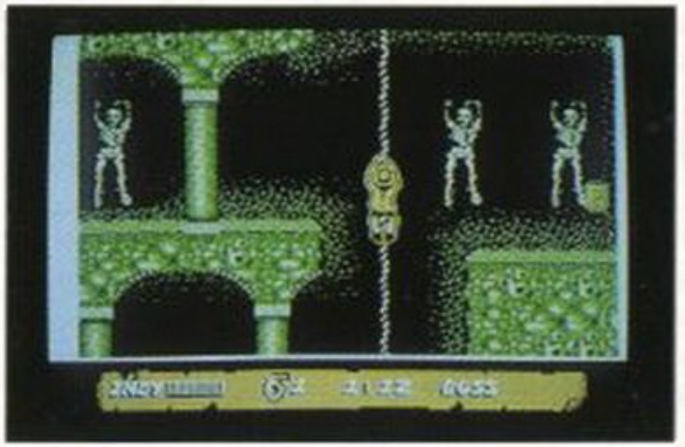
Level 2: Escaping on the train



You must escape on this circus train. You will come face to face with giraffes, rhinoceros horns, knife throwers and armed men.
It is during your escape from the train that you will find your first whip.

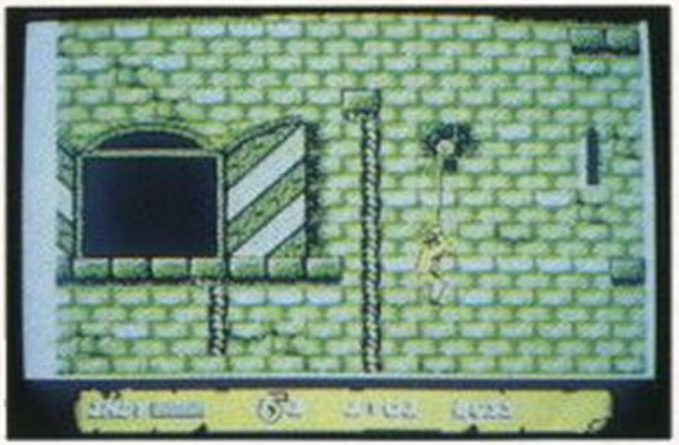
Towards the end of the level, beware of the archer and his dangerous arrows.

Level 3: Entering the Catacombs



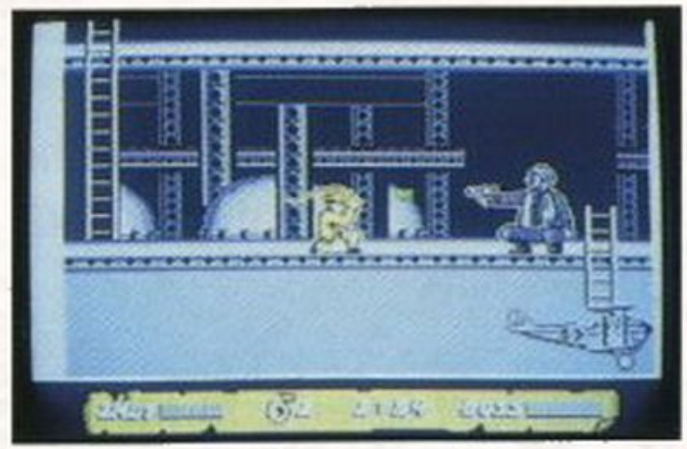
In order to complete this level, you must find the four pieces that, when put together, form an X. You must also find the shield. You will be faced with the frightful fireballs, rats, protectors of the Holy Grail and towards the end of the level, the horrible Fire Breather!

Level 4: Assault on Brunwald Castle



You must scale the walls of Brunwald Castle to find the 4 missing pieces of Professor Jones' (Indy's father) notebook which will give you important information about the final level. German soldiers are everywhere and, towards the end of the level, beware of the sniper's bullets. If you're afraid of heights, watch out, the walls are high!

Level 5: Escape from the Airship



You must find the key to start the airplane's engine and then get out of the Zeppelin. The airship is crawling with German soldiers, and watch out for the pilot. Make sure you avoid the bullets!

Level 6: The Three Trials

Professor Jones, Indy's father, has been shot and his only hope is that Indy finds the Holy Grail in time to save him.

In this final level, you must go through 3 trials: you must jump over blades, step on the right letters to spell the word Jehova and make the leap of faith! Along the way, try to get rid of the soldiers.

After all your trials and tribulations, there is still one ordeal left...
The choice is yours!

Credits

Indiana Jones® and the Last Crusade™
by LucasArts Entertainment Company

Programming: Mark Haig-Hutchinson, Paul Gill, Donald Campbell
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